

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO" HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

# IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- · Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- · Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
  correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



#### **EVERYONE**

For information on this product's rating, call 1-800-771-3772.

THIS PRODUCT HAS BEEN RATED BYTHE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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#### INTRODUCTION

In the year 3025, the peaceful planets of The Associated Nexus of Galaxies (TANG) are threatened by hordes of invaders bent on pillaging their natural resource, Energy Crystals. Their attack is quick and precise; the planets are almost completely overrun by these savage aliens. The TANG, now backed into a corner, initiate their last line of defense. They call upon four super dimensional cyborg heroes. Called Tangibles for their ability to conjure up solid blocks out of thin air, these brave soldiers will use their cunning, quick reflexes and Power Bolts to retrieve the Energy Crystals and push back the advancing armada.

#### GETTING STARTED

Make sure the power is OFF on your Nintendo Game Boy<sub>®</sub> Advance. Insert your Tang Tang Game Pak into the Game Pak slot as described in the instruction manual.

Slide the power switch on the bottom of your Advance Game Boy to ON by pushing it to the RIGHT.

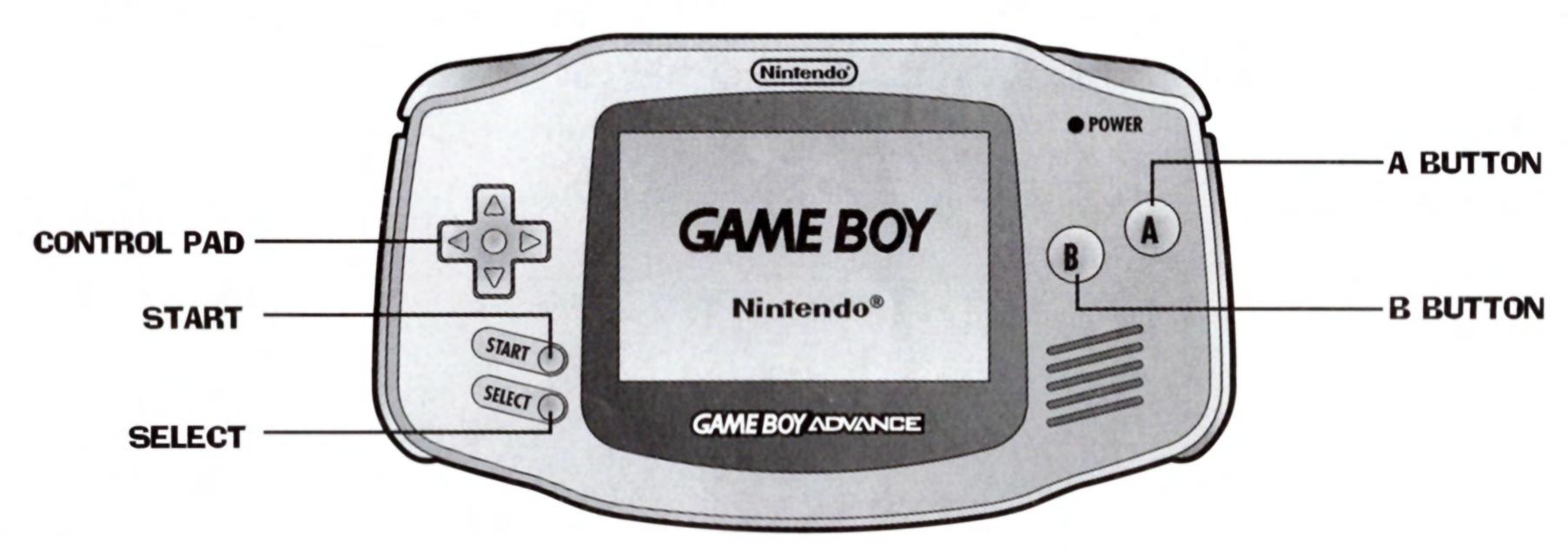
In a few moments the game Title Screen will appear. Using the Control Pad press UP or DOWN to select desired in-game option.

Press UP DOWN on the Control Pad to select either Play Game or Configurations to change the current settings.

### GAME OVERVIEW

The main objectives of Tang Tang are to retrieve the Energy Crystals and defeat the invading army of aliens. You will use your hero's block conjuring ability and power bolts to trap and destroy these evil aliens and save the planets of TANG. There are 120 lands to secure, dozens of aliens to vaporize and hundreds of Energy Crystals to collect.

#### CONTROL SYSTEM



To Start the Game
Highlight "Start Game" on the title screen, and press START or the A button.

To Pause the Game Press the START button anytime during the game. Press the START button again to resume playing.

To Jump
Press the A button

To Create a Block or Destroy a Block Press the B button

To Walk
Use the Control Pad LEFT or RIGHT to walk.

To Shoot Projectile
Use the Control Pad down and A button



#### UNIAW NIAW

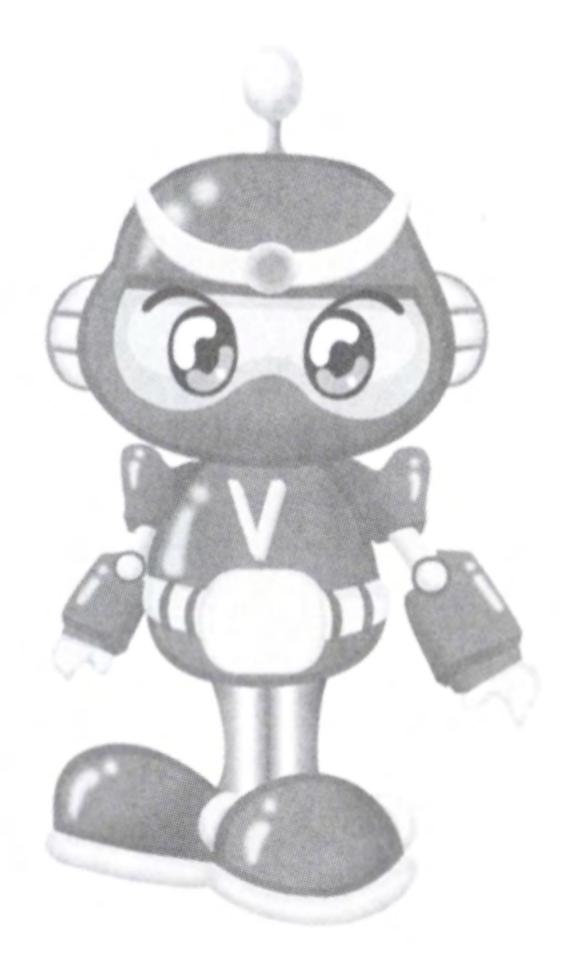
On the Main Menu you have two options to decide from. You may decide to jump straight into a game with the default settings on by pressing the A Button or START once it has been highlighted. Or you can go to the CONFIGURE Menu to adjust the settings to you liking.

In the CONFIGURE Menu you can change the default settings by using the Control Pad to Highlight the desired setting (SOUND, LIVES or CONTINURES) and push either LEFT or RIGHT to toggle the options available. Once the settings are in order you can leave the CONFIGURE screen by pressing the A BUTTON or START.

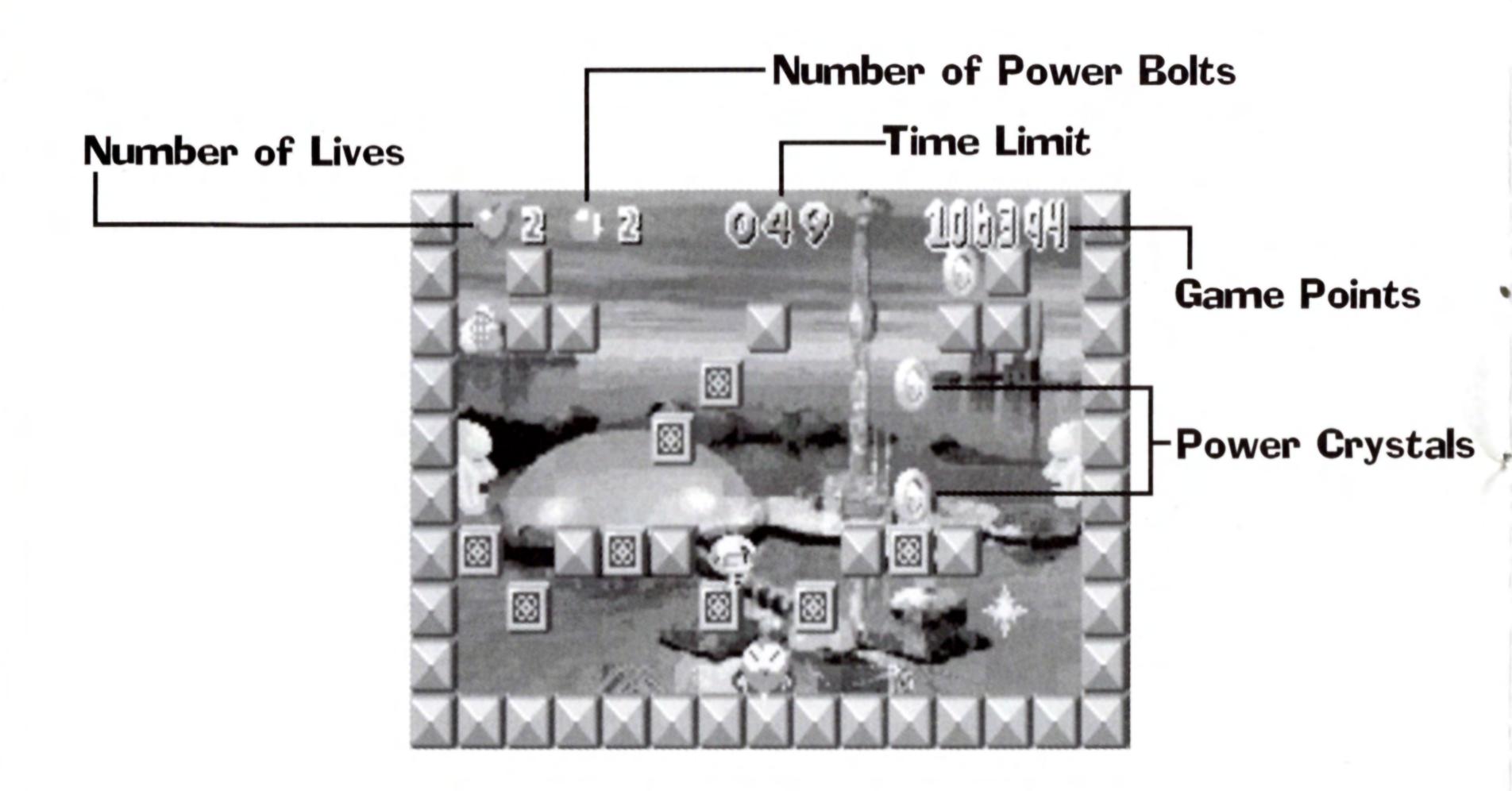


#### HOW TO PLAY

Once you start a game, a HOW TO PLAY demo will begin which gives you a quick tutorial of how the game is played. You may skip this demo by pressing any of the buttons.



### THE GAME SCREEN



### HINTS & TIPS

Timing is everything! Make sure you time your moves carefully or you may regret it!

You can use your blocks to build a trap and capture your enemies. But watch out, some of the stronger ones can easily smash through them! Use your Power Bolts wisely. Your hero only has enough power to muster up three per planet.

Study your enemy's movements! It can help you figure out the best route on each level.

#### CREDITS

Producer Jamie King

Associate Producer Neil McCaffrey

Chief Technology officer Gary J. Foreman

Technical Coordinator Brandon Rose

Production Team Amy Salzman Jenn Kolbe Jung Kwak Jeff Rosa Production GameVision Staff

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GAX Soundengine Bernhard Wodok Shin'en



#### WARRANTY

Take-Two Interactive Software, Inc. warrants to the purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the description in this manual when used with the specified equipment, for a period of 90 days from the date of purchase.

If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Take-Two or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the disc) is the full extent of our liability.

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#### **ESRB RATING**

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